



\*\*FILE\*\*ID\*\*RPGMOVE2

RRRRRRRR	PPPPPPPP	GGGGGGGG	MM	MM	000000	VV	VV	EEEEEEEEE	222222
RRRRRRRR	PPPPPPPP	GGGGGGGG	MM	MM	000000	VV	VV	EEEEEEEEE	222222
RR RR PP	PP GG		MMMM	MMMM	00	00	VV	EE	22
RR RR PP	PP GG		MMMM	MMMM	00	00	VV	EE	22
RR RR PP	PP GG		MM	MM	00	00	VV	EE	22
RR RR PP	PP GG		MM	MM	00	00	VV	EE	22
RRRRRRRR	PPPPPPPP	GG	MM	MM	00	00	VV	EEEEEEE	22
RRRRRRRR	PPPPPPPP	GG	MM	MM	00	00	VV	EEEEEEE	22
RR RR PP	GG GGGGGG	MM	MM	00	00	VV	EE	22	
RR RR PP	GG GGGGGG	MM	MM	00	00	VV	EE	22	
RR RR PP	GG GG	MM	MM	00	00	VV VV	EE	22	
RR RR PP	GG GG	MM	MM	00	00	VV VV	EE	22	
RR RR PP	GG GGGGGG	MM	MM	000000	VV	VV	EEEEEEEEE	2222222222	
RR RR PP	GG GGGGGG	MM	MM	000000	VV	VV	EEEEEEEEE	2222222222	

LL	IIIIII	SSSSSSS
LL	IIIIII	SSSSSSS
LL	II	SS
LL	II	SS
LL	II	SS
LL	II	SSSSSS
LL	II	SSSSS
LL	II	SS
LL	II	SS
LL	II	SS
LLLLLLLL	IIIIII	SSSSSSS
LLLLLLLL	IIIIII	SSSSSSS

(2)	50	HISTORY	; Detailed Current Edit History
(3)	58	DECLARATIONS	
(4)	88	RPGSAB_MOVE_2	

0000 1  
0000 2 .TITLE RPGSAB MOVE\_2 MOVE character to numeric translate table  
0000 3 .IDENT /1-0027 ; File: RPGMOVE2.MAR  
0000 4  
0000 5  
0000 6 \*\*\*\*\*  
0000 7 \*  
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0000 25 \*  
0000 26 \*  
0000 27 \*\*\*\*\*  
0000 28  
0000 29 FACILITY: RPG LIBRARY SUPPORT  
0000 30 ++  
0000 31 ABSTRACT:  
0000 32 This module contains the translation table for alphanumeric to numeric  
0000 33 conversion using the MOVTC instruction.  
0000 34  
0000 35  
0000 36 --  
0000 37  
0000 38 VERSION: 1  
0000 39  
0000 40 HISTORY:  
0000 41  
0000 42 AUTHOR:  
0000 43 Leo Treggiari, 7-Mar-1983  
0000 44  
0000 45 MODIFIED BY:  
0000 46  
0000 47  
0000 48

RPG\$AB\_MOVE\_2  
1-002

L 16  
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00  
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1 Page 2  
(2)

0000 50 .SBTTL HISTORY ; Detailed Current Edit History  
0000 51  
0000 52  
0000 53 : Edit History for Version 1 of RPGMOVE2  
0000 54 :  
0000 55 : 1-001 Original.  
0000 56 : 1-002 - Reference \_RPG\$CODE psect.

LPT 7-Mar-1983  
DG 11-July-1983

0000 58 .SBttl DECLARATIONS  
0000 59  
0000 60 :  
0000 61 : INCLUDE FILES:  
0000 62 :  
0000 63 :  
0000 64 :  
0000 65 : EXTERNAL SYMBOLS:  
0000 66 : NONE  
0000 67 :  
0000 68 :  
0000 69 :  
0000 70 : MACROS:  
0000 71 : NONE  
0000 72 :  
0000 73 :  
0000 74 :  
0000 75 : PSECT DECLARATIONS:  
0000 76 : .PSECT \_RPG\$CODE PIC, SHR, LONG, EXE, NOWRT  
0000 77 :  
0000 78 :  
0000 79 : EQUATED SYMBOLS:  
0000 80 : NONE  
0000 81 :  
0000 82 :  
0000 83 :  
0000 84 : OWN STORAGE:  
0000 85 : NONE  
0000 86 :

```

0000  88 .SBTTL RPG$AB_MOVE_2
0000  89
0000  90 ;++
0000  91 ; FUNCTIONAL DESCRIPTION:
0000  92 ;
0000  93 ; This is the alphanumeric to numeric translation table.
0000  94 ;
0000  95 ;--
0000  96
0000  97 RPG$AB_MOVE_2:::
30 30 30 30 30 30 30 30 30 0000 98 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 30 0008 99 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 30 0010 100 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 30 0018 101 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 30 0020 102 .BYTE ^X30,^X7D,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 30 0028 103 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
37 36 35 34 33 32 31 30 0030 104 .BYTE ^X30,^X31,^X32,^X33,^X34,^X35,^X36,^X37
30 30 30 30 30 7D 39 38 0038 105 .BYTE ^X38,^X39,^X7D,^X30,^X30,^X30,^X30,^X30
37 36 35 34 33 32 31 30 0040 106 .BYTE ^X30,^X31,^X32,^X33,^X34,^X35,^X36,^X37
4F 4E 4D 4C 4B 4A 39 38 0048 107 .BYTE ^X38,^X39,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F
30 30 30 30 30 52 51 50 0050 108 .BYTE ^X50,^X51,^X52,^X30,^X30,^X30,^X30,^X30
30 30 7D 30 30 30 30 30 0058 109 .BYTE ^X30,^X30,^X30,^X30,^X7D,^X30,^X30
30 30 30 30 30 30 30 30 0060 110 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0068 111 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0070 112 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 7D 30 30 30 30 30 0078 113 .BYTE ^X30,^X30,^X30,^X30,^X7D,^X30,^X30
30 30 30 30 30 30 30 30 0080 114 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0088 115 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0090 116 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0098 117 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A0 118 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A8 119 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B0 120 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B8 121 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C0 122 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C8 123 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D0 124 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D8 125 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E0 126 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E8 127 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F0 128 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F8 129 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
0100 130 :
0100 131 .END

```

RPG\$AB\_MOVE\_2  
Symbol table

C 1  
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00  
6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1 Page 5 (4)

RPG\$AB\_MOVE\_2 00000000 RG 01

+-----+  
! Psect synopsis !  
+-----+

PSECT name	Allocation	PSECT No.	Attributes	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE
- ABS	00000000 ( 0.)	00 ( 0.)	NOPIC USR	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE
_RPG\$CODE	00000100 ( 256.)	01 ( 1.)	PIC USR	CON	REL	LCL	SHR	EXE	RD	NOWRT	NOVEC	LONG

+-----+  
! Performance indicators !  
+-----+

Phase	Page faults	CPU Time	Elapsed Time
Initialization	17	00:00:00.08	00:00:00.43
Command processing	95	00:00:00.66	00:00:03.44
Pass 1	62	00:00:00.66	00:00:02.99
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	39	00:00:00.31	00:00:01.58
Symbol table output	1	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.01
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	218	00:00:01.74	00:00:08.70

The working set limit was 600 pages.

2614 bytes (6 pages) of virtual memory were used to buffer the intermediate code.

There were 10 pages of symbol table space allocated to hold 1 non-local and 0 local symbols.

131 source lines were read in Pass 1, producing 8 object records in Pass 2.

0 pages of virtual memory were used to define 0 macros.

+-----+  
! Macro library statistics !  
+-----+

Macro library name	Macros defined
-\$255\$DUA28:[SYSLIB]STARLET.MLB:2	0

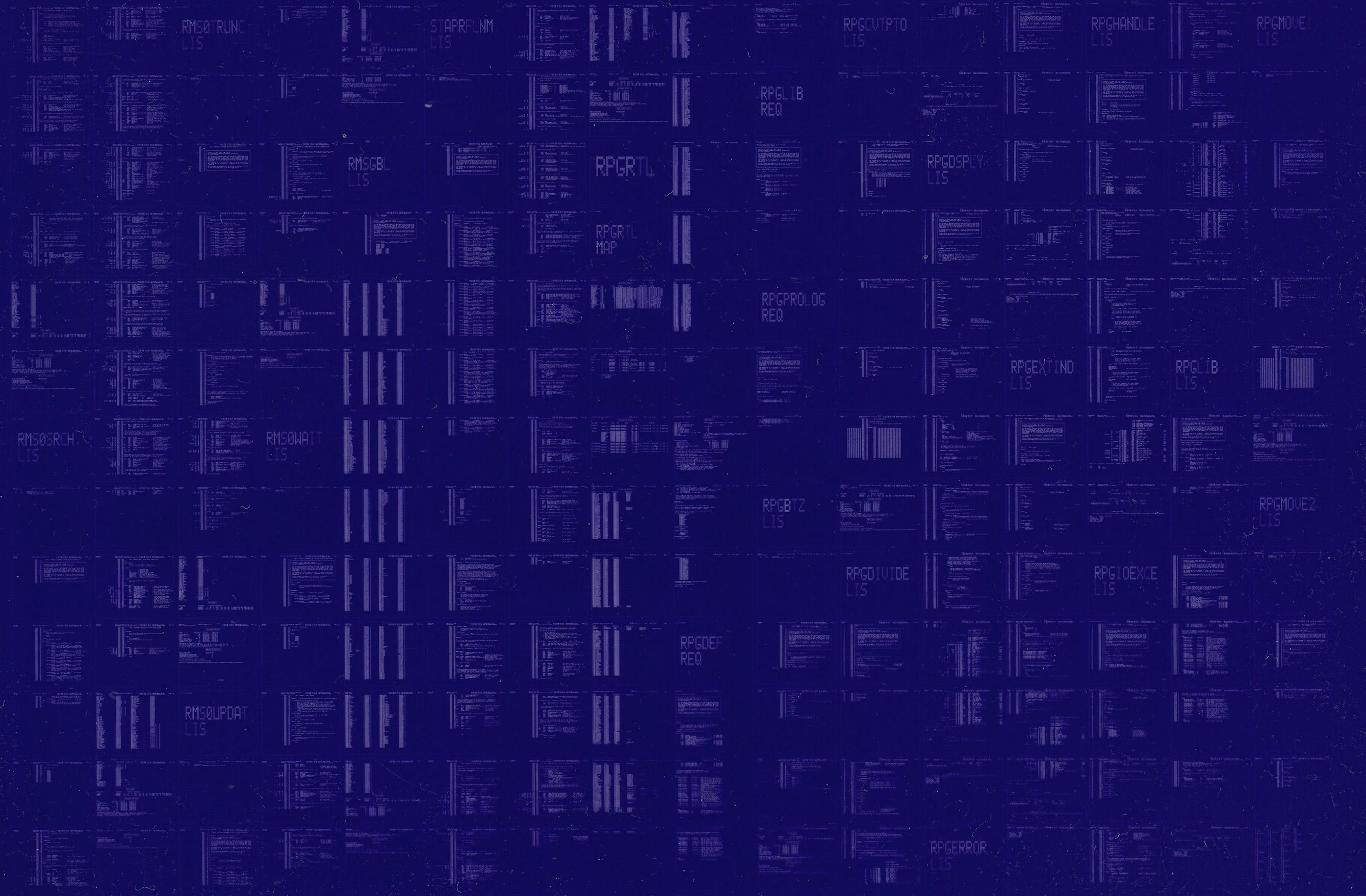
0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:RPGMOVE2/OBJ=OBJ\$:RPGMOVE2 MSRC\$:RPGMOVE2/UPDATE=(ENH\$:RPGMOVE2)

0331 AH-BT13A-SE  
VAX/VMS V4.0

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RPGMSGTXT  
LIS

DTE DF03  
MAP

RPGMOVE3  
LIS

RPGSORT  
LIS

RPGOPEN  
LIS

RTPAD

CTDRIVER  
MAP

MELT

RTPAD  
MAP

RTPADMACS  
MAP

RPGMSGPTR  
LIS

RPGVECTOR  
LIS

RTDEF  
SDL

DTE DF03  
MAP

RPGPRINT  
LIS

RPGUPDATE  
LIS

CTDRIVER  
LIS